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NEW, CONTINUATION, DIVISIONAL OR
CONTINUATION-IN-PART APPLICATION
UNDER 37 C.F.R. §1.53(b)

Attorney Docket No. 9432-000112

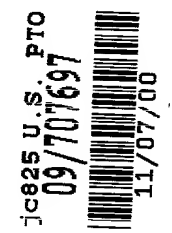
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Date November 7, 2000



IN THE UNITED STATES PATENT AND TRADEMARK OFFICE

Hon. Commissioner of Patents and Trademarks
Washington, D. C. 20231



Sir:

Transmitted herewith for filing under 37 C.F.R §1.53(b) is a patent application for

DATA HIDING IN DIGITAL MULTIMEDIA

identified by: ☒ First named inventor Hong Heather Yu

1. Type of Application

☒ This application is a new (non-continuing) application.

☐ This application is a ☐ continuation / ☐ divisional / ☐ continuation-in-part of prior application No. _____. Amend the specification by inserting before the first line the sentence:

--This is a [continuation/division/continuation-in-part] of United States patent application No. _____, filed _____.--

☐ The entire disclosure of the prior application, from which a copy of the oath or declaration is supplied, is considered part of the disclosure of the accompanying application and is hereby incorporated by reference therein.

If for some reason applicant has not requested a sufficient extension of time in the parent application, and/or has not paid a sufficient fee for any necessary response in the parent application and/or for the extension of time necessary to prevent the abandonment of the parent application prior to the filing of this application, please consider this as a Request for an Extension for the required time period and/or authorization to charge our Deposit Account No. 08-0750 for any fee that may be due. THIS FORM IS BEING FILED IN TRIPLICATE: one copy for this application; one copy for use in connection with the Deposit Account (if applicable); and one copy for the above-mentioned parent application (if any extension of time is necessary).

2. Contents of Application

a. Specification of 23 pages;

- ☐ A microfiche computer program (Appendix);
- ☐ A nucleotide and/or amino acid sequence submission;

☐ Because the enclosed application is in a non-English language, a verified English translation ☐ is enclosed ☐ will be filed.

☐ Cancel original claims _____ of the prior application before calculating the filing fee. (At least one original independent claim must be retained for filing date purposes.)

b. ☒ Drawings on 5 sheets;

09/07/00 11/07/00

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- c. ☒ A signed Oath/Declaration ☒ is enclosed / ☐ will be filed in accordance with 37 C.F.R. §1.53(f).

The enclosed Oath/Declaration is ☒ newly executed / ☐ a copy from a prior application under 37 C.F.R. §1.63(d) / ☐ accompanied by a statement requesting the deletion of person(s) not inventors in the continuing application.

d. **Fees**

FILING FEE	Number	Number		Basic Fee
CALCULATION	Filed	Extra	Rate	\$710.00
Total Claims	18 - 20 =	-0- x	\$18.00 =	-0-
Independent Claims	2 - 3 =	-0- x	\$80.00 =	-0-
Multiple Dependent Claim(s) Used			\$270.00 =	-0-
FILING FEE - NON-SMALL ENTITY				\$710.00
FILING FEE - SMALL ENTITY: Reduction by 1/2				
<input type="checkbox"/> Verified Statement under 37 C.F.R. §1.27 is enclosed.				
<input type="checkbox"/> Verified Statement filed in prior application.				
Assignment Recordal Fee (\$40.00)				\$40.00
37 C.F.R. §1.17(k) Fee (non-English application)				
TOTAL				\$750.00

- ☒ A check is enclosed to cover the calculated fees. The Commissioner is hereby authorized to charge any additional fees that may be required, or credit any overpayment, to Deposit Account No. 08-0750. A duplicate copy of this document is enclosed.

- ☐ The calculated fees will be paid within the time allotted for completion of the filing requirements.

- ☐ The calculated fees are to be charged to Deposit Account No. 08-0750. The Commissioner is hereby authorized to charge any additional fees that may be required, or credit any overpayment, to said Deposit Account. A duplicate copy of this document is enclosed.

3. **Priority Information**

- ☐ **Foreign Priority:** Priority based on _____ Application No. _____, filed _____, is claimed.

- ☐ A copy of the above referenced priority document ☐ is enclosed / ☐ will be filed in due course, pursuant to 35 U.S.C. §119(a)-(d).

- ☐ **Provisional Application Priority:** Priority based on United States Provisional Application No. _____, filed _____, is claimed under 35 U.S.C. §119(e).

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4. Other Submissions

☐ A Preliminary Amendment is enclosed.

☐ An Information Disclosure Statement, _____ sheets of PTO Form 1449, and _____ patent(s)/publications/documents are enclosed.

☒ A power of attorney

☒ is submitted ☒ with the new Oath/Declaration.

☐ is of record in the prior application and ☐ is in the original papers / ☐ a copy is enclosed.

☒ An Assignment of the invention

☒ is enclosed with a cover sheet pursuant to 37 C.F.R. §§3.11, 3.28 and 3.31.

☐ is of record in a prior application. The assignment is to _____, and is recorded at Reel _____, Frame(s) _____.

☐ An Establishment of Assignee's Right To Prosecute Application Under 37 C.F.R. §3.73(b), and Power Of Attorney is enclosed.

☒ An Express Mailing Certificate is enclosed.

☒ Other: return postcard

Attention is directed to the fact that the correspondence address for this application is:

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November 7, 2000

Hon. Commissioner of Patents
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Sir:

EXPRESS MAILING CERTIFICATE

Applicant: **Hong Heather Yu**
For: **DATA HIDING IN DIGITAL MULTIMEDIA**
Attorney Docket No. **9432-000112**
Attorney: **Gregory A. Stobbs**

"Express Mail" Mailing Label Number **EK 600 178 424 US**
Date of Deposit..... November 7, 2000

I hereby certify and verify that the accompanying **patent application under 37 C.F.R. §1.53(b); Specification of 23 pages, including claims and abstract; 5 sheets of drawings; an original executed Declaration and Power of Attorney; an original executed Assignment document with Cover Sheet for Recording; and a check in the amount of \$750.00 for government filing fee and Assignment recording fee** are being deposited with the United States Postal Service "Express Mail Post Office To Addressee" service under 37 C.F.R. 1.10 on the date indicated above and is addressed to the Commissioner of Patents and Trademarks, Washington, D.C. 20231.

Nov. 7, 2000
Dated


Joan Oleksa

DATA HIDING IN DIGITAL MULTIMEDIA

Background of the Invention

Technical Field

The present invention relates generally to the authentication of multimedia data streams. More particularly, the present invention relates to the insertion of authentication data across media channels of a multimedia data stream.

Discussion

5 For as long as humans have communicated with one another, there has been significant concern over maintaining confidentiality. As a result, verbal, written, as well as electronic messages have historically been the subject of substantial technological efforts to maintain security. It is easy to understand that as the complexity of electronic messages (i.e. files/data
10 streams) increases, so do the techniques for authenticating these messages. For example, electronic messages can have visual content (such as images or streams of images), audio content (such as .wav sound file data), textual content (such as word processing data), or any combination thereof. In recent years various authentication techniques for each of these "single" media have
15 been explored. With the advent of multimedia, however, authentication concerns have continued. In some instances, these concerns have increased.

Multimedia data streams contain two or more media channels such as visual media channels, audio media channels, and text media channels.

While certain data hiding techniques have been developed for media authentication when at least two forms of media are presented in a digital data stream, these techniques fail to fully address the type of data being authenticated.

5 Generally speaking, conventional digital data hiding schemes can be classified into two categories--robust data hiding and fragile data hiding. Robust data hiding provides a mechanism for fighting against common signal processing (or unintentional) attacks, as well as intentional attacks. This is done by making the hidden data immune to variations caused by signal
10 processing or transmission errors.

 Fragile data hiding, on the other hand, provides a mechanism for detecting variations made in the host medium such that the hidden data can manifest the originality of the host medium. In some applications, it can also be beneficial to identify the location of the variation in the host medium. In
15 short, fragile data hiding may suffer from common signal processing attacks as well as intentional attacks. Thus, fragile data hiding is more commonly used for authentication purposes.

 As already mentioned, media specific techniques for digital media such as digital color/gray scale images, plain text, and video have been studied by
20 a number of researchers in recent years. Specifically, a number of approaches to fragile image watermarking have been developed. Furthermore, authentication of other media types such as video and text, with fragile data hiding, has often been considered to be a special case of image data hiding and studied accordingly. It is well known that one of the most

important formats of media in e-distribution is video, which itself is a multimedia data stream containing visual, audio, and text channels. When video authentication is limited to a particular domain of image authentication, however, the strength and capability may be greatly limited or insufficient for certain applications. In light of the above, it is desirable to provide a fragile data hiding system for the purposes of multimedia authentication.

The above and other objectives are provided by a method for hiding authentication data within a multimedia data stream in accordance with the present invention. The multimedia data stream has at least two media channels. The method includes the step of obtaining a first set of authentication data, where the first set of authentication data is based on data contained in the first media channel. The method further includes the step of hiding the first set of authentication data in the second media channel. As already mentioned, one of the most important formats of media e-distribution is video, which itself is a multimedia data that contains visual, audio, as well as text data. Data hiding in all possible channels, as opposed to single medium/single channel hiding, yields higher data hiding capacity. More data hiding capacity also provides a higher level of controllability.

The benefits associated with using all possible media channels have two particularly important applications. The first application relates to the ability to optimize data hiding capacity based on data structures. For example, it is commonly known that visual data has much larger (several orders of magnitude) data hiding capacity than audio data. This is due to the human auditory system's incapability to tolerate (i.e., high sensitivity) additive random

noise. On the other hand, plain text, which is often viewed as binary image data (i.e., visual medium) as well, is the most difficult type of media in which to embed hidden data. The low capacity of perceptual invisible noise induced by its binary nature makes it particularly difficult to insert any hidden data within a text channel. To reach a better transparency and capacity tradeoff, the unique unbalanced multimedia data structure is well utilized by inserting part or all of the authentication value obtained from the low capacity media channel and other necessary control data into the high capacity media channel, such as the visual data channel. For ease of discussion, video image frames will be referred to as visual data, and plain text data will be referred to as text data, unless otherwise specified.

A second important application relates to the ability to synchronize between channels. Specifically, hiding data in audio and visual channels as well as in text channels in synchronization can provide additional authentication capabilities. For example, the present invention allows for the determination of whether an audio track is a "fake" version of the video. It is also important to note that the reverse is true. The present invention, therefore, provides a solution to the cross verification problem. In other words, this enables the verification of whether a channel originated with the presumed channels (i.e. that it is an authentic channel of the original data).

It is important to note that such an efficient utilization of multimedia data structure for data hiding and the capability of cross verification are particularly useful when dealing with active data streams. For example, the present invention provides a method for hiding an active data stream within a

multimedia stream having an audio channel and a visual channel. The method includes the step of hiding a first subset of the active data stream in the visual channel. The method further provides hiding a second subset of the active data stream in the audio channel. In one embodiment, the first subset
5 includes executable content, where the second subset includes a controlled data stream.

It is to be understood that both the foregoing general description and the following detailed description are merely exemplary of the invention, and are intended to provide an overview or framework for understanding the
10 nature and character of the invention as it is claimed. The accompanying drawings are included to provide a further understanding of the invention, and are incorporated in and constitute part of this specification. The drawings illustrate various features and embodiments of the invention, and together with the description serve to explain the principles and operation of the
15 invention.

Brief Description of the Drawings

The various advantages of the present invention will become apparent to one skilled in the art by reading the following specification and appended claims, and by referencing the following drawings in which:

Figure 1 is a three-dimensional diagram demonstrating the hiding of a
20 first authentication data set in a second media channel, where the data set is based on data contained in a first media channel;

Figure 2 is a three-dimensional diagram showing multi-layer data hiding in accordance with one embodiment of the present invention;

Figure 3 is a three-dimensional diagram showing cross-authentication in accordance with a first alternative embodiment of the present invention;

5 Figure 4 is a block diagram showing cross-authentication in accordance with a second alternative embodiment of the present invention;

Figure 5 is a block diagram showing cross-authentication in accordance with a third alternative embodiment of the present invention;

10 Figure 6 is a block diagram showing cross-authentication in accordance with a fourth alternative embodiment of the present invention; and

Figure 7 is a block diagram showing cross-authentication in accordance with a fifth alternative embodiment of the present invention.

Detailed Description of the Preferred Embodiment

15 Turning now to Figure 1, a multimedia data stream **10** having a first media channel **12** and a second media channel **14** in accordance with the present invention is shown. It will be appreciated that the multimedia data stream **10** can contain any type of media content, and is only required to have more than one media channel for the purposes of the present invention. As
20 will be discussed in greater detail below, the number and types of channels in the data stream **10** can vary greatly depending upon the application. Nevertheless, in accordance with the present invention an authentication data set **16** is obtained, and is based on data contained in the first media channel **12**.

It will further be appreciated that the authentication data set **16** can include any number of authentication data types. For example, the authentication data set **16** can include active data streams, identification marks, syncs, and other types of well-known authentication values. It can be

5 further seen that authentication data set **16** is hidden in the second media channel **14**. It will be appreciated that hiding authentication data across channels as shown in Figure 1 is quite different from the self-authentication approach of conventional authentication schemes. For some applications, cross-authentication allows the optimization of data hiding capacity, and

10 provides a mechanism for benefiting from the differences in data structures between media channels. Furthermore, more robust synchronized authentication between channels is possible under the present invention.

Turning now to Figure 2, it can be seen that the above concept can be expanded to achieve reciprocating cross-authentication. Specifically, a

15 second set of authentication data **52** is generated, where the second set of authentication data **52** is based on data contained in the second media channel **56**. Embedding the second authentication data **52** in the first media channel **54** allows the media channels **56** and **54** to be checked against one another by the recipient of the multimedia data stream **51**. Specifically, the

20 first authentication set **50** (such as an audio ID) is hidden into the corresponding video segment of the second media channel (i.e., the visual channel). Similarly, the second authentication data set (such as the visual ID) is inserted back into the corresponding audio segment of the first media channel **54**. This can be done by first calculating the one-way hash value of

each data channel $h_i = H(D_i)$ and then mapping the hash value h_i into the channel ID sequence ID_i , where $ID_i = f(h_i)$.

As will be discussed in greater detail below, variations in the source and destination of the authentication data, as well as variations in the type and number of authentication data sets, are possible. Multi-layer data hiding occurs when the authentication data sets are divided into subsets to improve efficiency.

Multi-Layer Data Hiding

Turning now to Figure 3, one multi-layer data hiding approach is shown in greater detail. In this embodiment, a video data stream **18** has three channels--namely, an audio channel **20**, a visual channel **22**, and a text channel **24**. It can further be seen that the visual channel **22** has a data structure that allows the visual channel **22** to be conceptually divided into a first region **26** and a second region **28**.

At this point of the discussion, it is important to note that data hiding generally results in a tradeoff between capacity and transparency. Thus, as capacity is increased, hidden data loses transparency (i.e., becomes more visible); whereas when capacity is decreased, transparency increases (i.e. visibility of artifacts decreases).

The above tradeoff can best be dealt with in accordance with the present invention by capitalizing on the fact that certain regions of a given channel are more suitable for providing high data hiding capacity than other regions. By similarly distinguishing between types of authentication data, a much more efficient data hiding system can be achieved. Thus, the present

invention defines a first subset **30** and a second subset **32** of the authentication data **34**. The first subset **30** is hidden in the first region **26** of the visual channel **22**, where the first region **26** has an associated data hiding capacity. The first region **26** is therefore known to be suitable for hiding the first subset **30**. The second subset **32**, on the other hand, is hidden in the second region **28**. The second region **28** has an associated data hiding capacity which may be greater or less than that of the first region **26** depending on the data structure of the visual channel **22**. Nevertheless, the second region **26** is known to be suitable for hiding the second subset **32**.

It will be appreciated that typical multimedia data streams such as the video data stream **18** contain audio, visual, as well as text data. The following discussion will use several types of video data streams as examples to illustrate the effectiveness of the present invention with respect to different quality requirements and capacities across media channels.

Turning now to Figure 4, suppose that the data stream **34** is a music video in which sound is of primary importance. Thus, minimal degradation (i.e., high transparency) within the audio channel **36** is most desirable, whereas the visual channel **38** is able to tolerate more noise (i.e., high capacity). This is largely due to the fact that music video sequences usually consist of relatively short "shots", which means that there is a very high shot transition rate. Thus, certain artifacts that are visible in still images may be tolerable in music video sequences because the human eye does not have time to focus on the artifacts. This means that with respect to the first authentication data set **39**, the visual channel **38** should receive the subset **40**

of the authentication data that requires high capacity. The audio channel **36**, on the other hand, should receive the subset **42** of the authentication data that can be inserted into high transparency regions. With respect to the second authentication data set **45**, it will be appreciated that the text channel **44** is very similar to the audio channel **36**. This is because the high transparency subset **46** goes into the text channel **44**, whereas high capacity subset **48** goes into visual channel **38**. Thus, only subsets **46** and **42** (i.e., self-authentication values) are inserted into the text channel **44** and the audio channel **36**, while the subsets **40** and **48** (i.e., remaining primary hidden data) are embedded into the visual channel **38**. The primary hidden data can include data such as active data streams, access control bits, self-authentication values for the visual channel **38**, and cross-authentication values from the other channels **36** and **44**. Furthermore, as we described in Figure 3 (and also in greater detail in U.S. Patent Application Serial No. 09/427,321, filed 10/26/99 and entitled "Methods and Apparatus for Multi-Layer Data Hiding") the active data stream can be inserted into the high capacity region of visual channel while the other control data are embedded into the high robustness region of visual channel. The result is a multimedia data stream that is able to provide an optimal capacity/transparency tradeoff with respect to authentication.

Another example (not shown) is video karaoke where the audio channel may have different regions operating in different modes. In this case, cross verification and synchronization is quite important. However, hiding primary hidden data, such as the JAVA agent, across all the regions in the

audio channel may not be a wise choice. For example, suppose a particular region (e.g., channel six) of the audio channel contains the voice data where the original singer's voice track is recorded. If part of the primary hidden data is embedded in this region, proper extraction of this data will fail when the original singer's voice track is turned off. This is also true for other types of authentication data such as authentication values.

Another example (not shown) is where the multimedia data stream represents video surveillance footage. Unlike music videos and video karaoke, surveillance video typically does not have closed caption (text) data, and the shot transition rate can be as low as zero. Furthermore, when dealing with surveillance video it is extremely important to have high visual and audio quality for the purposes of identification. This requirement makes high capacity data hiding particularly difficult. This is especially true for linear high capacity data hiding. In this case, the difficulty may be lessened by considering whether the audio and visual data has equal importance. The same is true for cross verification versus self-verification. Other examples where the present invention is particularly useful include video commercials where the duration of the video can be as short as a few seconds. In this case, the capability to explore as much data hiding capacity as possible becomes extremely important.

When large data hiding capacity is available (for example, in the visual data channel) as in the case of an hour-long movie, the problem is relatively easy in comparison to other cases. This is especially true when real time decoding is not required. A straightforward approach is simply to embed the

primary active hiding data into the high capacity visual data channel, with some of the control data embedded into the high robustness region of the visual channel. Then, a sync (to be described in greater detail below), such as an authentication value or an identification mark, can be hidden in every
 5 channel of the multimedia data stream in a synchronized fashion. If, for example, the audio channel is changed or entirely replaced, the authentication check will fail at the recipient.

Synchronization

10 While the above discussion has been largely directed to achieving a desired capacity/transparency tradeoff by subdividing authentication data times and data hiding regions, the present invention also has other important aspects. Specifically, by properly selecting the source of the authentication data and the destination of the authentication data, unique synchronization
 15 opportunities arise under the present invention.

Turning now to Figure 5, another embodiment of the present invention is shown in greater detail. In this embodiment, a sync **58** is generated based on both the first media channel **60** and the second media channel **62**. In the case of three media channels, the equation would be $ID = f(V_s, A_s, T_s)$, with
 20 V_s , A_s , T_s representing the visual, audio, and text media channels, respectively. The same sync **58** is then inserted into each and every channel **60**, and **62**. Figure 6 shows the sync **58** only being inserted into the second media channel **62**.

While the present invention has primarily discussed cross-authentication, self-authentication is also possible. Because of our high capacity assumption in this case, another level of verification may be added with self-authentication. To ensure self-authentication (i.e., in the event that one or more of the media channels are missing, the authenticity of the remaining channel itself can still be verified), a self authentication is performed on each and every medium itself and the authentication value is inserted back.

Active Data Hiding

Turning now to Figure 7, it will be further appreciated that the present invention also provides for hiding an active data stream **64** within a multimedia data stream **66** having an audio channel **68** and a visual channel **70**. For further details regarding active data hiding, in general, see U.S. Patent Application Serial No. 09/425,592, filed October 22, 1999 and entitled "Active Data Hiding for Secure Electronic Media Distribution".

In order to encode and decode, the present invention uses a three-pass architecture. First, the meaningful active agent data stream S is mapped into a sequence of binary data $Sb = Sb_1, Sb_2, \dots, Sb_M$ of length M which are inserted imperceptibly into the host signal I . Then, the control data, active stream authentication value, $E = E_1, E_2, \dots, E_Q$, are generated and embedded into the host signal in the second pass. This authentication value is designed in such a way that it also can be used as error correction bits. In the third

pass, cryptography techniques are used to authenticate the host signal with both the cross-authentication and self-authentication. Notice that the host signal may be authenticated together with the embedded hidden agent, if preferable.

5 The high robustness requirement makes it suitable to embed the error correction data layer into the high robustness data hiding region. According to our study, spread spectrum algorithms provides relative high robustness when the mid-band of block-based DCT coefficients are used. However, spread spectrum schemes can only provide lower data hiding capacity.

10 Therefore, the smaller the error correction sequence is, the more desirable it is. One simple way is to use 2D or multi-D checksum error correction. Assume the error correction bit number is Q and the active data stream bit number is M . Then in the case of 2D checksum, the error correction stream length (number of bits) satisfies $M = (Q/2)^2$. For instance, our Java agent,

15 JA, has a data stream length of 4000bits. The error correction bits needed for JA is thus only $64 \times 2 \approx 128$ bits in the case of 2D checksum.

Below the 2D checksum algorithm is given.

Encoding

- Let $Q = \lceil 2M^{1/2} \rceil$, i.e., let Q be the smallest integer which is no less
- 20 than $(2M^{1/2})$.
- Arrange $\mathbf{Sb} = Sb_1, Sb_2, \dots, Sb_M$ into $Q/2$ chunks

$$\mathbf{SB}(1) = SB(1)_1, SB(1)_2, \dots, SB(1)_{Q/2} = Sb_1, Sb_2, \dots,$$

$$Sb_{Q/2}, \mathbf{SB}(2) = SB(2)_1, SB(2)_2, \dots, SB(2)_{Q/2} =$$

$Sb_{Q/2+1}, \dots, Sb_Q$ and $SB(Q/2) = SB(Q/2)_1,$

$SB(Q/2)_2, \dots, SB(Q/2)_{Q/2} = Sb_{(QQ-2Q)/4+1}, \dots, Sb_M$

- Let $E_q = LSB(SB(q)_1 + SB(q)_2 + \dots + SB(q)_{Q/2})$ for $q \in (1, Q/2)$ and $E_q = LSB(SB(1)_q + SB(2)_q + \dots$

5 $+ SB(Q/2)_q)$ for $q \in (Q/2, Q)$, where $LSB(S)$

denotes the least significant bit of S .

- Use spread spectrum data hiding to hide E_q into the high robustness data hiding region.

Decoding can be similarly done as in encoding process. We can use an authentication scheme similar to that of [9] in which they suggested to place the authentication value into the least significant bit of each sample.

A brief outline of the algorithm is described below with audio as an example.

- Choose verification block size B and dependent block size D (for example, $B=128$ & $D=512$ bits). Assume the host signal is a 16 bits audio, concatenating all the high bits (all the bits except the least significant bit) of the 512 samples yields a message Mb of 15x512=7680 bits. Now by further concatenating a key of 512 bits (or a key of shorter length which is padded to 512 bits), a message MB of 8192 bits is produced.

- Compute the one way hash with the MD5 algorithm, $MB' = h = H(MB)$, to generate a 128 bits message MB' . (Append time, host signal length, and/or owner information, if $B > 128$ bits.)
- Use public key (or secret key, depends on different applications)

cryptography method and signing MB' with secret key K , $MB'' = \text{Sgn}(K, MB')$.

- Insert the B bits message MB'' into the least significant bit of each sample, from $1 \rightarrow 0$ if embedding 0 or $0 \rightarrow 1$ if embedding 1, into the verification block.

With marginal data hiding capacity, the aim is to reach the optimum transparency-capacity-robustness tradeoff. Therefore to hide embedding data into all possible channels of the multimedia is expected. As we discussed earlier, for higher decoding accuracy and controllability, error correction bits and other control bits may be generated and embedded into the host data in addition to the primary hidden data. One way is to hide the control bits into the audio channel and the primary hidden data (active data stream) into the visual data channel since the primary hidden data stream is anticipated to be much larger than the secondary (control) data stream. This is based on the observation that visual data often provides a much higher data hiding capacity, maybe several orders higher, than the audio data. Another way is to hide the secondary hidden data, such as error correction bits and access control bits into the high robustness region of visual data. The primary hidden data can be embedded into the high robustness region of visual data. The primary hidden data can be embedded into the rest parts of the multimedia data, which include the high capacity region of visual data, audio data, and text data. The difference lies in where the active data stream sits. In this case, to reach the optimum robustness and capacity tradeoff for data hiding, the active data stream may be embedded across visual and audio data channels.

On the contrary, when host media authentication is the only goal while audio data channel has low data hiding capacity, we may very well hide the authentication value of part or all of audio and text data into the visual data channel for optimum performance. In summary, the design of multimedia data

5 hiding scheme based on the robustness/capacity requirement of each kind of hidden data is likely to give a better tradeoff for many applications.

The foregoing discussion discloses and describes exemplary embodiments of the present invention. One skilled in the art will readily recognize from such discussion, and from the accompanying drawings and

10 claims, that various changes, modifications and variations can be made therein without departing from the spirit and scope of the invention as defined in the following claims.

What is Claimed:

1. A method for hiding authentication data within a multimedia data stream having a first media channel and a second media channel, the method comprising the steps of:

obtaining a first set of authentication data;

5 said first set of authentication data being based on data contained in the first media channel; and

hiding the first set of authentication data in the second media channel.

2. The method of claim 1 further including the steps of:

defining a first subset of authentication data;

hiding the first subset in a first region of the second media channel, the first region having a first data hiding capacity;

5 defining a second subset of authentication data; and

hiding the second subset in a second region of the second media channel, the second region having a second data hiding capacity.

3. The method of claim 1 further including the step of generating an identification mark for the first media channel based on a signature of the first media channel, the identification mark defining the first set of authentication data and enabling synchronization between the first media
5 channel and the second media channel.

4. The method of claim 1 further including the step of generating an authentication value for the first media channel, the authentication value defining the first set of authentication data.

5. The method of claim 4 further including the steps of:
calculating a one way hash value for the first media channel; and
mapping the hash value onto an identification mark for the first media channel.

6. The method of claim 1 further including the step of obtaining an active data stream, the active data stream having executable content and defining the first set of authentication data.

7. The method of claim 6 further including the step of obtaining a control data stream, the control data stream further defining the first set of authentication data.

8. The method of claim 7 further including the step of using two-dimensional checksum error correction to generate the first set of authentication data.

9. The method of claim 7 further including the step of using multi-dimensional checksum error correction to generate the first set of authentication data.

10. The method of claim 1 further including the steps of:

generating a second set of authentication data;

said second set of authentication data being based on the data contained in the second media channel; and

5 embedding the second authentication value in the first media channel.

11. The method of claim 1 further including the step of generating the first set of authentication data based on data contained in the second media channel.

12. The method of claim 11 further including the step of embedding the first set of authentication data in the first media channel.

13. The method of claim 1 wherein the multimedia data stream has a third media channel, the method further including the step of hiding the first set of authentication data in the third media channel.

14. A method for hiding an active data stream within a multimedia data stream having an audio channel and a visual channel, the method comprising the steps of:

hiding a first subset of the active data stream in the visual channel; and

5 hiding a second subset of the active data stream in the audio channel.

15. The method of claim 14 further including the steps of:

hiding executable content in the visual channel, the executable content defining the first subset; and

5 hiding a control data stream in the audio channel, the control data stream defining the second subset.

16. The method of claim 15 further including the step of hiding error correction data in the audio channel, the error correction data defining the control data stream.

17. The method of claim 14 further including the steps of:

hiding the first subset of the active data stream in a first region of the visual channel; and

5 hiding the second subset of the active data stream in a second region of the visual channel.

18. The method of claim 17 further including the steps of:

hiding executable content in a high capacity region of the visual channel, the executable content defining the first subset; and

hiding a control data stream in a high robustness region of the visual channel, the control data stream defining the second subset.

ABSTRACT OF THE DISCLOSURE

A method and system for hiding authentication data within a multimedia data stream provides for cross-authentication. The method includes the step of obtaining a first set of authentication data, where the first set of authentication data is based on data contained in a first media channel of the multimedia data stream. The method further includes the step of hiding the first set of authentication data in a second media channel of a multimedia data stream. When dealing with active data streams, the present invention provides for hiding a first subset of the active data stream in a visual channel of the multimedia data stream. A second subset of the active data stream is then hidden in the audio channel of the multimedia data stream. In one embodiment, the first subset includes executable content, where the second subset includes a controlled data stream.

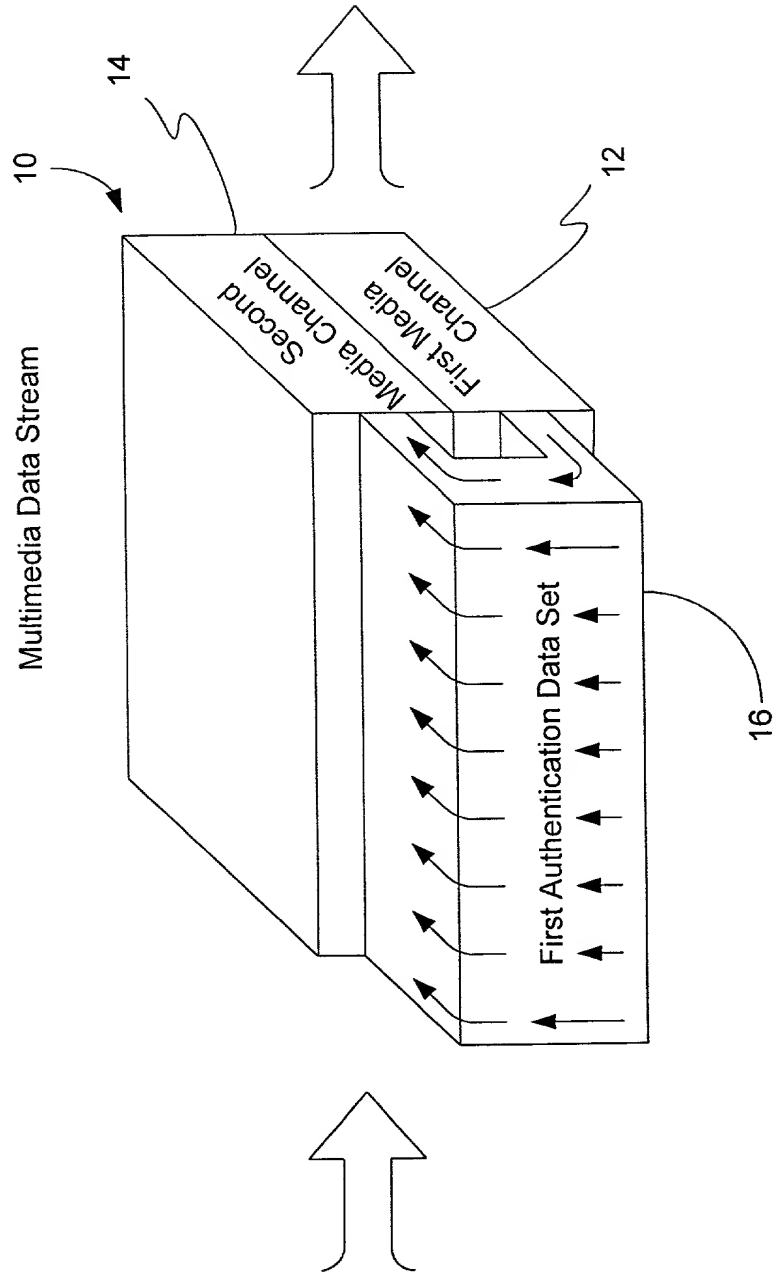


FIG. 1

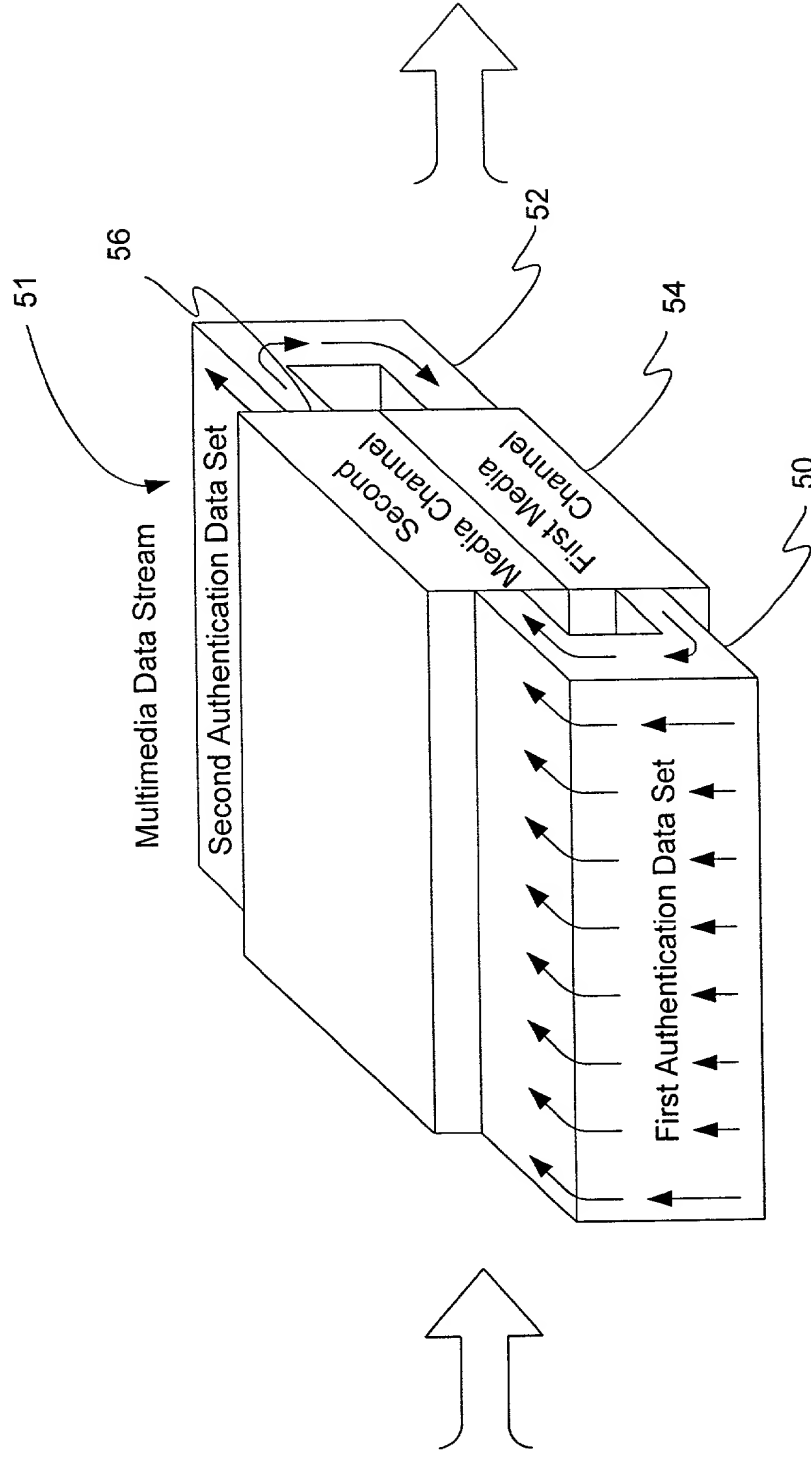


FIG. 2

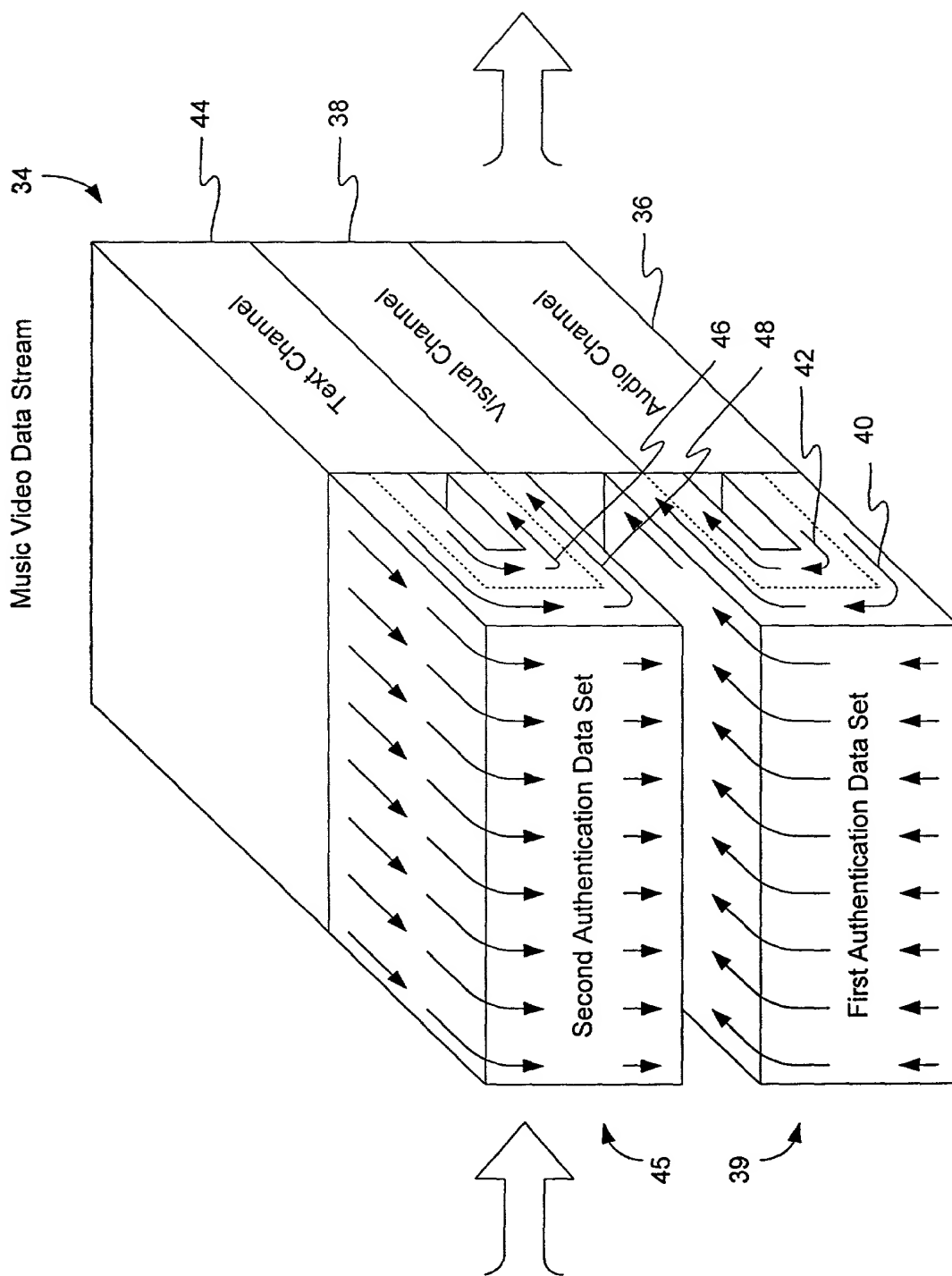


FIG. 4

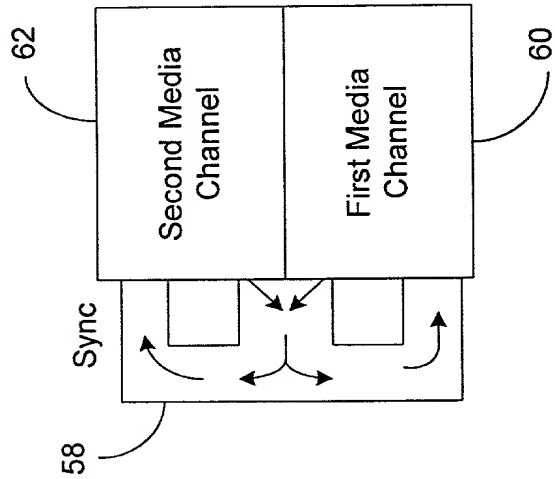


FIG. 5

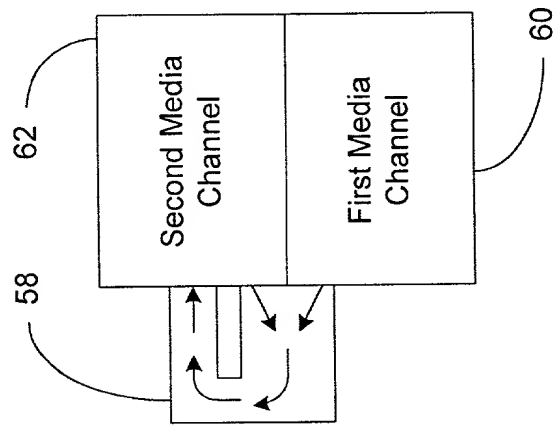


FIG. 6

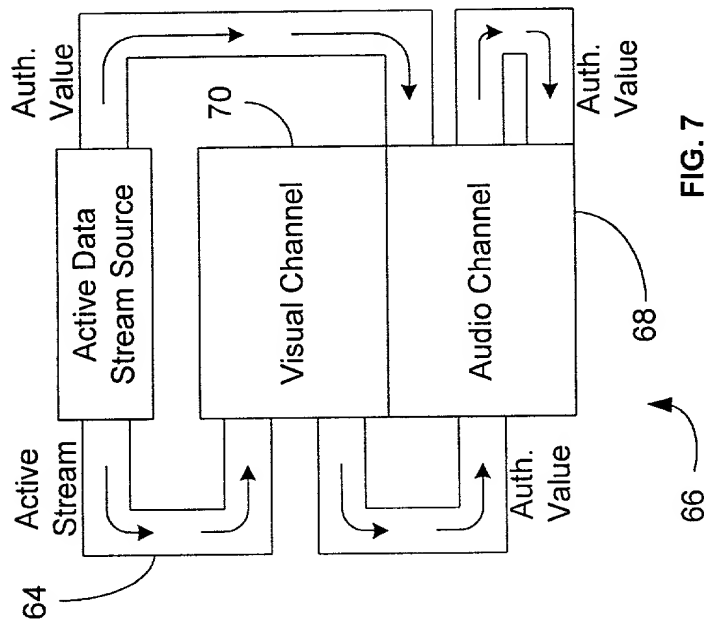


FIG. 7

DECLARATION AND POWER OF ATTORNEY

As a below named inventor, I hereby declare that:

My residence, post office address and citizenship are as stated below next to my name,

I believe I am the original, first and sole inventor of the subject matter which is claimed and for which a patent is sought on the invention entitled

Data Hiding in Digital Multimedia

the specification of which (check one)

☒ [X] is attached hereto.

☐ [] was filed on _____ as Application
Serial No. _____ and was amended on
_____ (if applicable).

I hereby state that I have reviewed and understand the contents of the above identified specification, including the claims, as amended by any amendment referred to above.

I acknowledge the duty to disclose information which is material to the examination of this application or to the patentability of the invention claimed therein in accordance with Title 37, Code of Federal Regulations, section 1.56.

I hereby claim foreign priority benefits under Title 35, United States Code, section 119(a)-(d) of any foreign application(s) for patent or inventor's certificate listed below and have also identified below any foreign application for patent or inventor's certificate having a filing date before that of the application on which priority is claimed:

PRIOR FOREIGN APPLICATION(S)

			<u>Priority Claim</u>	
(Number)	(Country)	(Day/Month/Year filed)	Yes	No
_____	_____	_____	Yes	No
_____	_____	_____	Yes	No
_____	_____	_____	Yes	No

DECLARATION AND POWER OF ATTORNEY

I hereby claim the benefit under Title 35, United States Code, §119(e) of any United States Provisional application(s) listed below:

PRIOR PROVISIONAL APPLICATIONS

(application serial number) (Month / Day / Year filed)

(application serial number) (Month / Day / Year filed)

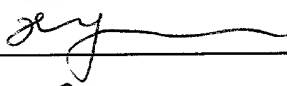
I hereby claim the benefit under Title 35, United States Code, section 120 of any United States application(s) listed below and, insofar as the subject matter of each of the claims of this application is not disclosed in the prior United States application in the manner provided by the first paragraph of Title 35, United States Code, section 112, I acknowledge the duty to disclose material information as defined in Title 37, Code of Federal Regulations, section 1.56 which became available between the filing date of the prior application and the national or PCT international filing date of this application:

Application Serial No.	Filing Date	Status - patented, pending, abandoned
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____

I hereby declare that all statements made herein of my own knowledge are true and that all statements made on information and belief are believed to be true; and further that these statements were made with the knowledge that willful false statements and the like so made are punishable by fine or imprisonment, or both, under Section 1001 of Title 18 of the United States Code and that such willful false statements may jeopardize the validity of the application or any patent issued thereon.

I hereby appoint Gregory A. Stobbs, Reg. No. 28,764, and each principal, attorney of counsel, associate and employee of Harness, Dickey & Pierce, P.L.C., who is a registered Patent Attorney, my attorney with full power of substitution and revocation, to prosecute this application and to transact all business in the Patent and Trademark Office connected therewith. I request the Patent and Trademark Office to direct all correspondence and telephone calls relative to this application to Harness, Dickey & Pierce, P.L.C., P. O. Box 828, Bloomfield Hills, Michigan 48303 (248) 641-1600.

Full name of sole or first inventor: Hong Heather Yu

Inventor's signature: 

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